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1 **Discrete-utterance recognition with a fast match based on total dat reduction**
Nouza, J.;
Spoken Language, 1996. ICSLP 96. Proceedings., Fourth International Confer on , Volume: 4 , 3-6 Oct. 1996
Pages:2107 - 2110 vol.4

[Abstract] [PDF Full-Text (384 KB)] **IEEE CNF**

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1 **Adaptive name matching in information integration**
Bilenko, M.; Mooney, R.; Cohen, W.; Ravikumar, P.; Fienberg, S.;
Intelligent Systems, IEEE [see also IEEE Expert] , Volume: 18 , Issue: 5 , Sep 2003
Pages:16 - 23

[Abstract] [PDF Full-Text (322 KB)] **IEEE JNL**

2 **Bisimulation in name-passing calculi without matching**
Boreale, M.; Sangiorgi, D.;
Logic in Computer Science, 1998. Proceedings. Thirteenth Annual IEEE Symp on , 21-24 June 1998
Pages:165 - 175

[Abstract] [PDF Full-Text (260 KB)] **IEEE CNF**

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1 RFC3467: Role of the Domain Name System (DNS)

J. Klensin

February 2003 rfc, RFC Editor

Additional Information: full citation

This document reviews the original function and purpose of the domain name system (DNS). It contrasts that history with some of the purposes for which the DNS has recently been applied and some of the newer demands being placed upon it or suggested for it. A framework for an alternative to placing these additional stresses on the DNS is then outlined. This document and that framework are not a proposed solution, only a strong suggestion that the time has come to begin thinkin ...

2 On randomization in sequential and distributed algorithms

Rajiv Gupta, Scott A. Smolka, Shaji Bhaskar

March 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 1

Full text available: pdf(8.01 MB) Additional Information: full citation, abstract, references, citings, index terms

Probabilistic, or randomized, algorithms are fast becoming as commonplace as conventional deterministic algorithms. This survey presents five techniques that have been widely used in the design of randomized algorithms. These techniques are illustrated using 12 randomized algorithms—both sequential and distributed— that span a wide range of applications, including:primality testing (a classical problem in number theory), interactive probabilistic proof s ...

Keywords: Byzantine agreement, CSP, analysis of algorithms, computational complexity, dining philosophers problem, distributed algorithms, graph isomorphism, hashing, interactive probabilistic proof systems, leader election, message routing, nearest-neighbors problem, perfect hashing, primality testing, probabilistic techniques, randomized or probabilistic algorithms, randomized quicksort, sequential algorithms, transitive tournaments, universal hashing

3 A Survey of Information Retrieval Vendors

Robert J. Kuhns

October 1996 Technical Report, Sun Microsystems, Inc.

Full text available: pdf(176.15 KB) Additional Information: full citation, abstract

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1 Proper name translation in cross-language information retrieval
Hsin-Hsi Chen, Sheng-Jie Hueng, Yung-Wei Ding, Shih-Chung Tsai
August 1998

Full text available: pdf(432.35 KB) Publisher Site
Additional Information: full citation, abstract, references, citings

Recently, language barrier becomes the major problem for people to search, retrieve, and understand WWW documents in different languages. This paper deals with query translation issue in cross-language information retrieval, proper names in particular. Models for name identification, name translation and name searching are presented. The recall rates and the precision rates for the identification of Chinese organization names, person names and location names under MET data are (76.67%, 79.33%), ...

2 Matchsimile: a flexible approximate matching tool for searching proper names
Gonzalo Navarro, Ricardo Baeza-Yates, João Marcelo Azevedo Arcoverde
January 2003 **Journal of the American Society for Information Science and Technology**, Volume 54 Issue 1
Additional Information: full citation, abstract, references, citings, index terms

We present the architecture and algorithms behind Matchsimile, an approximate string matching lookup tool especially designed for extracting person and company names from large texts. Part of a larger information extraction environment, this specific engine receives a large set of proper names to search for, a text to search, and search options; and outputs all the occurrences of the names found in the text. Beyond the similarity search capabilities applied at the intraword level, the tool consi ...

3 Algorithms for grapheme-phoneme translation for English and French: applications for database searches and speech synthesis
Michel Divay, Anthony J. Vitale
December 1997 **Computational Linguistics**, Volume 23 Issue 4

Full text available: pdf(1.92 MB) Publisher Site
Additional Information: full citation, abstract, references, citings

Letter-to-sound rules, also known as grapheme-to-phoneme rules, are important computational tools and have been used for a variety of purposes including word or name lookups for database searches and speech synthesis.These rules are especially useful when integrated into database searches on names and addresses, since they can complement